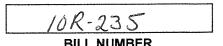
## **GENERAL FACT SHEET**



BRIEF TITLE RTP Grant for replacement of Bison	APPROVAL DEADLINE	REASON Agreement between the Game & Parks Commission and City of Lincoln.
Trail Bridge over Haines Branch Tributary		

POSITIONS/RECOMMENDATIONS **DETAILS** Sponsor The Lincoln Parks & Recreation Department is Parks & Recreation submitting a grant requesting \$150,000 for replacement of the Bison Trail Bridge. The agreement All automated departments requires at least a 20/80 match and a commitment for Program Departments, or on-going maintenance of this trail. Parks & Recreation Groups Affected Applicant Applicants/ **Proponents** Terry Genrich City Department Parks & Recreation Other Groups or Individuals Opponents Discussion (Including Relationship to other Council Actions) The current bridge over Haines Branch was closed due to safety reasons. The bridge, at one time, was used **Basis of Opposition** by vehicles on West Van Dorn and going over Haines Branch Tributary. West Van Dorn was rerouted allowing for the Bison Trail to use the old bridge until it was closed earlier this summer. □ For ☐ Against Staff Reason Against Recommendations BY G.PTN & PBAC Board or ☑ For □ Against Commission □ No Action Taken Recommendation ☐ For with revisions or conditions (See Details column for conditions) CITY COUNCIL Pass Pass (As Amended) **ACTIONS** ☐ Council Sub. (For Council Use ☐ Without Recommendation Only) Hold Do not Pass

DETAILS	POLICY/PROGRAM IMPACT		
	POLICY OR PROGRAM CHANGE	NO D YES	
	OPERATIONAL IMPACT ASSESSMENT		
	FINANCES		
	COST AND REVENUE	COST of total project: COST of this Ordinance/	\$ 438,000
	PROJECTIONS	Resolution	\$ 188,000
		RELATED annual operating Costs	\$ 500
		INCREASE REVENUE EXPECTED/YEAR	\$
	SOURCE OF FUNDS	CITY [Approximately]  CIP \$ 188,000  \$ .  \$ .  NON CITY [Approximately]  GIPN \$ 100,000  RIP Grant \$ 150,000  \$ .	_%_43 _% _% _%_23 _%_24 
	BENEFIT COST ☐ Front Foot ☐ Square Foot	Average A \$ \$	ssessment

APPLICABLE DATES:

FACT SHEET PREPARED BY:

Terry Genrich

REVIEW BY:

REFERENCE NUMBER